



## BORIS THE SPIDER

*A Journal of Duplicitous Deings,  
Rasc Power, and Naked Greed  
Or, what a tangled web we weave  
When first we practice to deceive!*  
—Sir Walter Scott—



BULBINE #1, #5

14 May 98

### 1870 ENDS, 1890 STARTS!

Congratulations to Chuck Hanna for an impressive win in our first ever game of 1870. Meanwhile, Don Chisewy has volunteered to GM our next 1890 game, "Where Is Fire". We have a quorum for a second SETTLEMENT OF CATAAM which will start when "The Hunt" ends, probably three months. We still need one or two more for DUNE and 1890 will be the likely successor to 1870. Partial TITAN rules start on p 15.

**STANDBY ALERT:** This month's opportunities lie more in opening games, but

**ADVANCED GM:** Cere.

Interested parties should send in orders for each position they are interested in. If the person player again fails to submit orders on time, a random drawing will be held.

### BORIS'S BULLETIN BOARD

**THOUGHT FOR THE MONTH:** "When Diplomacy fails, there's only one alternative -- violence. Force must be applied without apology. It's the Star Fleet way".

— Capt Jeremy doing a possible Ma Nar imitation

Dead Wilson is now online. I'm still looking for some elderly D&D players so contact him around if you need some action.

Note new e-mail addresses for Chuck Hanna and Matt Mathews, and Debbie Osborne's new address.

### BOOKS & EXCUSE

This month's Madams Bolden Press Excellence Award (and first novel goes to the author of the MBI article in "Boris XII".

This month's Ma Nar Super-Sucky Board is judged at Peter Boppre for his Cretan NMR.

**PERSONAL COMMUNICATION BUREAU (maybe):**

**Deadline for most games is Noon EDT 6 Jun 98**



# French Return!! Germany Out!

**X1**  
1997D

Fall 1987

**NEERWOOD:** The new rolled-up French face the very real threat of being rolled-up from the westfront. England can easily establish her Gibraltar stakeouts line once the French F DRE is dispatched. A declining Russia and a stagnant Italy face a mutual foe in resurgent Islam.

## TROOP MOVEMENTS

France retreats F MED to SPAct.

**ENGLAND** (Anderson): A 3AP-Mex, F Bnd C A Wal-Pur, F Bnd S A Hn-Ber, IF Bnd-Bel, F Eng C A Wal-Pur, A Wal-Pur, F Bnd F Bnd, A Hn-Ber, F Lon-NEs.

**FRANCE** (Martinez): IF Spain-Bel, IF Bnd-Eng, A Hn-Ber, A Bnd H, A Hn-Rub, A Mex S ITA A Bnd-Ber.

**GERMANY** (Yark): A Sd-Ber.

**ITALY** (Wilson): A Bnd-Bel, A Tr-Bnd, A Yn S A Tr-Bnd, A Tr S A Yn, F Ion H, F Nap-S F Ion, F Ach-Tr.

**RUSSIA** (Pabert): A Gal-War, A Bnd Hn-TT, A Alb-Ber, A Mex S A Gal-War, IF Ang-Ber.

**TURKEY** (McCabe): IF Bnd-Eng, IF Gen-Ber, F Hn-Ber, A Hn-Ber, A Cos H.

Orders in brackets fall, amb - ambiguous order, d - unit destroyed due to lack of valid retreat, imp - impossible, not - unit not as ordered, nap - no such place, not - no such unit, off - off the board, on - unit on the move, un - unit unordered.

Russian A BUD must retreat either off or to GAL or to RUM.

## SUPPLY CENTER CHART

ENG: Ed Lon May Bnd Den Lpt Rn Sd Hn + Pur

(12) Build 1

FR: Ber War Pur + Pur Spa Bnd Mex

(5) Even

GER: -War

(6) Tear 1, OUT

ITA: Nap Rom Ven Tr Ten Ber War + Bnd

(8) Build 1

RUS: Mex-Ber-Bnd Ber-Cos +Rum-TT +War

(3/4) Tear 2/1 \*

TUR: Ark Bnd Bnd Gen-Rum-TT +Cos +Ber

(7/6) Build 1/2\*\*

\* If Russian A BUD retreats off or to RUM, tear 1; otherwise, tear 2.

\*\* But can only build 1 since only one home center variant.

Due next time are the retreat, build/tear and orders for Spring 1988. Special thanks to Andy Yark for playing out a hopeless position.

## "BOBIS XE"--continued from p3

Reese: Office of MIA. You terrible incompetents. You missed the Archduke completely. Oh, okay you grazed him. Didn't you do your research and realize the Archduke was returning from his mistress and was probably hung over. Shuffling from a sick stomach at my feet. Probably berling his go to back too much of that cheap vino he craves from the Italians as tribute. Well, get back out there and do it right. Maybe explosives this time, okay. He is the biggest bug we have on planet. Have to get some stench troops if you mess up this time. Shooch.

## CLASSIFIED

My personal congrats to the author of March's XE article. I checked over it for a week. IF

Jack & Rose Shucklett would like to announce the graduation of Naomi Shucklett from Dalhousie University on May 9. Age 24, single, in theater (you know how these thespians act).



# **WRR NOW!** **Counter-Coup in Turkey!** **Fall 1981**

**XII**  
**1979**

**MINAS MORQUEL:** All of the Great Powers have asserted at least one minor country "for strategic reasons". Only Italy has isolated the leader of another Great Power, successfully in TRL, unsuccessfully in MAR. Russia, Austria, and France have fared particularly well this year -- a fact that will not be lost on the others.

## **TROOP MOVEMENTS**

**AUSTRIA** (Frying): A Bud H, 1A Ser S, F Alb-Ges, F Alb-Ges;  
**ENGLAND** (Shacklett): A Eds-Ney, F Nig C, A Eds-Ney, (F Mls-Oves)  
**FRANCE** (Skoponi): 1A Spo-Mar, A Pto-Bat, F Mld-Fer;  
**GERMANY** (Fahert): 1A Kio-Des, A Rob H, IF Mld S, FSE: A Pto-Belland;  
**ITALY** (McCabe): A Ven-Tr, 1A Pto-Mar, F Ios-Tas;  
**KIDRIA** (Fowler): F Del-Den, A Ser-Mos, 1A Uko-Sen, (F Rans-Sen);  
**TURKEY** (Mortenson): 1A Bul-Bee, A Rep-Arm, (F Bld-Bullec).

Orders in brackets fall, none = not so ordered.

## **SUPPLY CENTER CHART:**

AUS: Bud Tr Vtr +Ger +Ser	(1) Bud 2
ENG: Eds-Len Lpl +Ney	(4) Bud 1
FIN: Mls-Mar Pto +Pto +Spo	(1) Bud 0
GER: Btr, Kio, Mos +Hoi	(4) Bud 1
ITA: Nap-Ran-Ven +Tas	(4) Bud 1
RUS: Mos-Ser-Sp War +Mos +Mos	(1) Bud 2
TUR: Ank-Con-Say +Bul	(4) Bud 1

Our next time are orders for Winter 1981/82 and Peace. Mo-Nar wants Peace!

## **EMBASSY BEAT**

France - England - Let's kick some German butt!  
 France - Germany - Bts not knackerater. Back off! You have usurped the lowlands. Pull back now while you still can.  
 France - Italy - Bts it, Chavet bewails. I want (wish) that you abandon Piedmont and any designs you have on French soil. Retreat!  
 France - Russia - The KNO is so sweet. Tear. Watch out for the Hun. He's a lying sack of horse bottoms. Really!

Russia: Being totally confused, the Russian army counter-marches. Being contacted by two different Turkeys on one farm could cause any one to be confused. Being contacted by no one else clears nothing up.

Turkey: Thanks for rubbing Dave

## **WORLD FROM REVIEW**

**Empire Eagle:** In a ceremony filled with pomp and circumstance His Majesty the Archduke unveiled a new symbol of the greater Austrian empire. The circular seal, a black design on a field of red, resembles three stars joined at the top. According to the Austrian office of heraldry, the new seal symbolizes all the peoples of the world being joined in peace and harmony. As a show of respect for the Archduke and these noble ideas all loyal citizens are encouraged to apply copies of the seal to the back of their right hands.

---Continued on p2



# BALKAN WARD VI Serbia Annihilated!

Spring 1913

1997U  
pb08

**CLIFFHANGER:** With its last army destroyed, Serbia faces extinction in the Fall. Romania and Greece continue plundering Bulgaria and Turkey while Albania can only wonder when the executioner will come for him.

## TROOP MOVEMENTS

**Albania:** A 5800 retreated oth. Bulgaria takes F CYPra. Serbia A NESH & SOGViengoes retreated oth. Albania builds F TILStein. Greece builds F SPAna, F ATHess, F SALonia. Romania builds A CL13, F CYPNatalia, and A SOPla. Serbia takes A ROLarom. Turkey builds F MALta.

**ALB** (K Wilson): F Tri-Apa, IF Mau-Tia

**BUL** (Candlenote): IF Aug-Cosole-777, A Flo-Ard, LA The S A Flo-Ard1

**GRC** (York): IF Spa-Cyc, F Ath-Ang, F Bal S F 86s-Ang, A Val-Th, A Nka S A Val-Tia, IF Hsu-EMS1, F Cos-Mai

**RUM** (Anderson): A Bel-Nia, A Bos S & Cha-Cro, F Dub-SBS, A Nka-Mid, A Tru-Bar, A Vio S A Sol-Pla, A Buc-OB, A Cho-Cro, F Coss NBS, A Bal-Pla

**SRB** (McCakes): (A, Tri-MauEd)

**TUR** (Fisher): IF Izo-Sep1, IF Gory-EMS1 (A Coss-Thr), F Mai-SBS

Orders in brackets full, trap = impossible, rso = not so ordered, rns = no such unit, oth = off the board, r = must retreat to, n = unadvised

Bulgarian F AEG must retreat oth or to MAM

See next issue for retreat and orders for Fall 1913.

## EMBASSY BEAT

**Albania to Romania:** Would you trust someone three times your size with a knife at your kidneys? Just playing it safe.

**GM to Albania:** Right. Now you have someone five times your size with the knife at your jugular. Deb. Smart. Not to worry, he won't need TBK unless Greece really gets uppity.



President Esharfo

Wilson/The Times London



## SECOND EGG FALLS!! BETTING BOOTHS REOPEN!

ODDS	COLOR	DRIVER (TEAM/DN)	CART	Whip/Wheels	TEAM	END	Speed	D/R
4-1	Red	Raiders Al-Ghul (1+2/80)	L	y 0/0	7836	6	28	2/3
8-1	Black	Josephus (3/10)	M	y 0/0	8434	22	16	1/3
8-1	Blue	Sartorius (1+2/10)	L	n 0/0	6445	31	21	2/3
12-1	White	Flippus Maximus (1/80)	M	y 0/0	5442	25	17	1/3
247-1	Yellow	Wen Hung Lo (1+2/8)	H	y 0/0	3325	5	14	1/3
	Brown	-	-	-	4233	30	16	1/3
	Purple	-	-	-	5455	30	18	1/3
	Green	-	L	0/0	7436	34	20	1/3

TURN:

FLIPPUS MAXIMUS: 17, no whip. Ahead 17.

JOSEPHUS: 18, no whip. Ahead 18.

PURPLE Team: 18. Ahead 18.

RAIDERS AL-GHUL: 33, no whip. Ahead 18 (2nd Egg), cannot attack (0/8 seen; 8/2 = n/c, -4 END). Ahead 5.

SARTORIUS: 31, no whip. Ahead 21.

GREEN Team: 20. Ahead 20.

BROWN Team: 35. Ahead 16.

WEN HUNG LO: 1, no whip. Ahead 1.

Last chance to place bets. You have \_\_\_\_\_ a left to bet.

Over next time are orders for Turn X1. These should include the usual: speed, whether to whip or not, when to attack and how if the opportunity arises, to links, evade, or take it if attacked, and what line to finish in if possible. Orders for Wen Hung Lo will be randomly chosen from those submitted except that RED, N, & DO have priority.

PRESS:

Flippus mumbled again: "Stinkin' jaywalkers! What was he doin' out here anyway?!" Now I need to

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\*Rate For Sale—continued from p. 8

Your cards (Ratified are:

(TEAM): B = Barcelona, C = Established Market isolated circle, n = new market (white circle), G = Green, Gal = galley, K = cards, L = London, M = rotary level, P = Paris, T = established teams, 1 = new teams, V = Venice.



**END OF:** Barcelona controls Leon and Palma. Genoa cannot have a token in Cadiz since she has no ship.

**END OF:** In tie-break order

LONDON (Parrus): 8118, 08, 40M, 9C, 24, Gal-3

BARCELONA (Parrus): 879, 1K, 20M, 10C, 17, Gal-2 ADV: A.J

GENOVA (Osborne): 8105, 18, 40M, 9C, 7

VENICE (J. Bagendert): 846, 48, 40M, 4C, 26, Gal-3 ADV: 1

PARIS (Crawfoster): 888, 2K, 30M, 11C, 108, Gal-2

**FLORENCE LEADERS:** Dicaynia Engines (G), St. Benedict (B), Walter the President (B)

**FLORENCE Purchase**

Venice buys stabilization (-500)

Genoa buys Patronage (B) -820 + 10 Maerys, then pay Barcelona \$14 for credit. Written Record (N) -20 cr, Overland East (B) -610, 30 credit, and Human Body (B) -680.

Paris buys Galley-4 (-810), The Heavens (W) -820 and Stabilization (-800).

Barcelona buys Written Record (N) -820, 10 cr, Patronage (B) -610, 20 cr, +10 Maerys, Overland East (B) -610, 600 cr, Galley-4 (-810), stabilization (-800), Urban Assembly (-820), 1st Maerys Bidet of 10.

London buys Galley-4 (-600), Sorrowful Vessels (B) -800 and Urban Assembly (N) -820.

**FLORENCE Expansion Phase**

Venice (2) plays 21 (-1) @ Pragat.

Genoa (7) has no ships so can't play into Tunis or Tripoli, but can play 21 @ Bort. Buy a card, burn 31.

Paris (18) plays 21 @ Tapest, 81 @ West Africa (2) (-4, 1/4) -C, +1, buy a card for 6t.

Barcelona (17) plays 21 (-1) @ Crm, 21 (-1) @ Alexandria, 21 (-1) @ Toledo, 41 (-1) @ Tunis, 11 @

Boros, 11 @ Libya, 11 @ Athens having "A", 11 @ Portsmouth, 11 @ Armagh, 21 @ Oms.

London (24) plays 41 (-1) @ Cairo, 21 (-1) @ Suez, 11 @ Jerusalem, 21 (-1) @ Arre, 11 @ Levant, 41 (-1) @ Aleppo, 21 (-1) @ Smyrna, 21 (-1) @ Constantinople.

London gets the five card expansion bonus. Venice & Genoa earn 840, London 870, and Barcelona & Paris 680. There is a shortage of 840 (10/2) but no empty holder and a surplus of Timber 14/1 but no empty holder. Barcelona buys a card for 910.

**STARTS**

VENICE (J. Bagendert): 878, 1K, 40M, 9C, Gal-3

ADV: 1

GENOVA (Osborne): 881, 2K, 30M, 9C

ADV: B.E.N.R

PARIS (Crawfoster): 899, 5K, 40M, 13C, 161, Gal-4

ADV: A

BARCELONA (Parrus): 888, 2K, 30M, 13C, Gal-4

ADV: A.E.J.N.R.Y

LONDON (Parrus): 879, 2K, 40M, 12C, Ship-10

ADV: S.V

**ACTS**

B: C @ Alex, Alg, Bas, Baaq, Cys, Fuz, Gm, Lm, Sev, Sic, Tol, Tur, Val: 17 @ Arm, Boro, Leo, Sls, Oms, Pal, Por

G: C @ Flo, Gen, Mar, Nap, Rome: 17 @ Bari

L: C @ Afr, Alp, Cal, Cho, Con, Eds, Lon, Sng, San, Wal, Yre: 17 @ Cor, Jee, Leo, Por

P: C @ Bari, Bor, Boro, Cal, Eds, Lys, Mar, Nur, Pal, Sng, Str, Trt, WAE: 17 @ Oms, Tou

V: C @ Dub, Hls, Pys, Vrs, Vin: 17 @ Bari, Boro, Sls

Due next time are Turns 3 Token Purchase and Turn 4 Card Play.

—Continued on p 5

Corrections Corner - Barcelona had purchased a 2-Galley on Turn 2b.

Player Holdings (in Capital Choice order) (Tars Order):  
 VENICE (Bagnardi) 545, 20L, 1K, 906L, 9C 153  
 BARCELONA (Crescentini) 629, 35L, 3K, 68M, 13C 184  
 PARIS (McCabe) 801, 5L, 2K, 80M, 7C 138  
 GENOA (Koborn) 545, 16L, 1K, 806L, 9C 144  
 HAMILTON (Copeland) 888, 5L, 3K, 90M, 9C 123  
 LONDON (Boltax) 855, 3L, 2K, 80M, 7C 118

London: "Walter the Piousness" (awakened), "St. Benedict" (64 protection, Genoa), "Dionysus Exiguus" (80 protection, Venice)

#### Purchase Phase:

London - Pay stabilization (84) buy "X" - The House (800) and "K" - Overland Road (820 & 20 cr),  
 Hamburg - Buy "C" - Patronage (830 +1 Maury), buy "N" - Written Record (80 cr), buy "K" -  
 Overland East (840) and pay stabilization (86).  
 Pisa - Buy "C" - Seaworthy Vessels (860 & 20 cr), pay stabilization by adding 1 Maury level.  
 Genoa - Buy "E" - Patronage (820 & 10 or +1 Maury), buy "N" - Written Record (80 cr), upgrade to a  
 4-Galley (810) and pay stabilization (81).  
 Venice - Pay stabilization (81), buy 2-Galley (810) and buy "N" - Written Record (810 & 20 cr).  
 Barcelona - Upgrade to a 6-Galley (810) & pay stabilization (86).

#### Expansion Phase:

London - Place 2L → C @ Ireland and 1L @ Cornwall  
 Hamburg - Place 2L → C @ Iber and buy card w/3L  
 Pisa - Place 4L → C @ Trebizond and 1L @ Tana  
 Genoa - Place 4L → C @ Genoa, 4L @ Sicily...conflict G=2, B=3, W=4 - attack fails, 1L @ Caghart, 5L →  
 C @ Alexandria, 1L → C @ Cyprus, 1L @ Adalia, 2L → C @ Sargusa.  
 Venice - 1L @ Raag, 1L @ Dussau, 2L → C @ Budapest, 1L → C @ Belgrade, 2L @ Salzburg...conflict  
 G=4, B=5, W=5 - attack fails, repeat attack G=2, B=1, W=3 - attack fails, 4L → C @ Vienna, 6L @  
 Strasbourg...conflict G=3, B=1, W=4 - attack fails  
 Barcelona - Only 32 tokens available for expansion! Place 2L → C @ Seletika, 1L @ Tarsus, 2L @  
 Levant...conflict B=1, W=1 - attack fails, repeat attack B=3, W=2 - attack wins, 5L @  
 Aleppo...conflict B=4, W=5 - attack fails, 6L @ Cyprus...attack B=2, W=4 - attack fails, buy card  
 w/8L, 3L → C @ Creta, 4L → C @ Constantinople, lose extra tokens

Genoa gains expansion bonus w/4 new Cities. Income Addition: London +665, Hamburg +875,  
 Paris +855, Genoa +870, Venice +668 & Barcelona +8111

#### Shortage/Surplus Die Roll Determinations:

G=3, B=2, W=1 → Shortage of Metal (no bonus - tie w/BAR & HAM)  
 G=4, B=4, W=1 → Surplus of Grain (no penalty - tie w/BAR & HAM)

Distribute new card to each player for Turn 4

Maplewood: (C = City or Destination Market, L = Token)

HAM: C @ Hamburg, Cologne, Muenchen, Prague, Nuremberg, Riga, Stockholm, Lubek, Danzig &  
 Kiev, 1L @ Berlin, Copenhagen & Salzburg

PAR: C @ Paris, St. Malo, Marseilles, Dijon, Breunberg, Bordeaux, Bragg & Trebizond, 1L @ Tana

BAR: C @ Barcelona, Valencia, Granada, Toledo, Bagnat, Lisbon, Sevilla, Pisa, Algiers, West Africa,  
 Tripoli, Tana, Sicily, Seletika, Creta & Constantinople, 1L @ Trebrant, Palma, Lora, Oran.

---Continued on p. 8



# WINE IS FINE

## Game Start

Jo H



Don Chislevy will be Gifting this one, so please send your orders directly to me. If Paul Bolferd are listing on Paper #2, but that spot is open to any one who wants it.

Player order is

1 Furrow	\$400
2 Bubbler ?	\$400
3 Butta	\$400
4 Klara to	\$400
5 Fisher	\$400
6 Harra	\$400

Three optional rules are offered:

- a) optional 6-train
- b) Bank has \$18K (the standard 12K)
- c) Unlimited available track (80 & 80 Track only)

Players should submit rule for optional and Stock Round #1a orders to Don by 3 Jan.

### "What Inquiries?" -- continued from p 7

Texas & Lewis

YEM: C @ Vevan, Florence, Milan, Dubrovnik, Basel, Rome, Budapest, Vienna & Belgrade; It @ Or Oak, Essig & Dummo

LOM: C @ London, Ellensburg, Portsmouth, York, Chester, Bergen, Waterford & Iceland; It @ Kongsberg, Stavanger & Cornwall

GEN: C @ Bonn, Wiesbaden, Lyons, Aron, Cairo, Naples, Genoa, Alexandria, Cyprus & Smyrna; It @ Jerusalem, Aleppo, Bari, Cagliari & Adalia

Player Holdings in Capital Choice order

VENICE (Burgund) 595, 2K, 90M, 9C, Galley-2  
BARCELONA (Cruceirens) 6124, 5K, 80M, 18C, Galley-6  
PARIS (McCabe) 884, 3K, 90M, 8C, Ship-10  
GENOA (Gubers) 685, 3K, 90M, 10C, Galley-4  
HAMBURG (Copeland) 897, 3K, 100M, 10C, Galley-6  
LONDON (Baldur) 965, 3K, 90M, 9C, Galley-4

### ADVANCES

N, V, W  
A  
I, N, R, S  
A, E, I, N  
E, I, N, R  
A, E, N, R

Orders due next are for Talent Allocation and Card Play phases. Conditional orders and/or general intentions are highly encouraged. Orders are due to Mark French by 3 Jan 98.

### "Plus TITAN" -- continued from p 15

other players will be notified only of the casualties and number of points awarded to the victor.

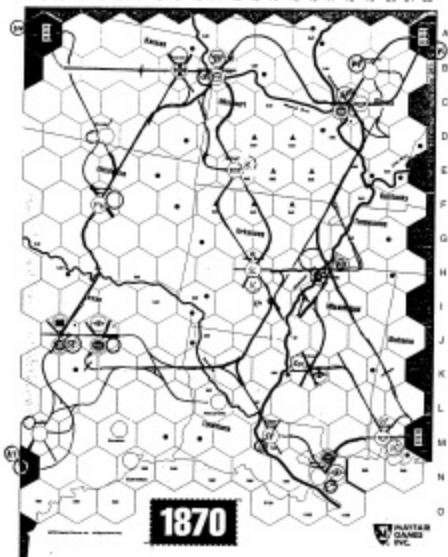
- B. Players involved in battles will have one mailing to file, issued or out a deal. After that, they must battle. Of course they can battle immediately if they so wish.
- C. Masterboard play is not suspended for battles, rather all legions involved in battles are removed from the board until the battle is resolved. The victorious legion will then attempt to recede the Masterboard. (Details later--I'm running out of room & time)
- D. Angia may be summoned to battle from any of the polyw's unassigned legions. The other players will not be informed when it comes from. EOC. If the angia is the sole creature in the legions, the players will be informed of the legion's disappearance.

### IV. COMBAT SYSTEM

The "guaranteed hit" system from THE GENERAL, 2B, #2. Players will duke it out and inform the GM of the results. Details later.



1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22



1870

## JAMES WEST

CRs 102 &amp; 3

Hanna Wins!



**UPDATE:** SLSP's new west through BB, not B11, so earned 600 loss.

**PLAYER STATUS** (\*) at Certificate Limit of 11--AT&SF shares don't count!

**Emile** 81102, 6 FWSPres, 6 SPSPres, 1 SLSP\*  
**Wordswoman** 81288, 7 SLSPPres, 2 ICNPL, 1 CR, 2 TAPOPL\*  
**Betta** 8406, 5 SATY (Pres), 1 IC, 3 SPYPL, 2 TBP\*  
**Hanna** 83287, 7 AT&SFPres, 6 GMSOPres, 1 IC, 2 CBVPL, 1 SLSP (Proxy)\*  
**Furrow** 81688, 6 SPSPres, 6 TBPSPres  
**Chissey** 83088, 5 ICPLPres, 5 CBVPLPres, 5 AT&SFPPL, 2 SATYVPL\*

## CORPORATE STATUS

Corp.	Value	30 Pool	Per	Cash	Emile	Share	Tobias	Dist.
MF	C225	0	2	880	888	8	1	C18, J5, B1041
GMSO	D2006	0	2	6138	66	8	0	M28, K18, C18
SLSP	D2006	0	1	8100	80	10	0	E12, H13, H17, M22
CR	D200	0	0	982	897	5.00	1	H17, J5, B11
TBP	A200	0	0	600	6051	5	0	J5, M12, M14
FW	D140	0	2	8100	8050	8	1	J5, PS, A2
SP	A180	0	0	6100	6200	8	1	N1, M12, M14, C18
SATY	E120	0	2	888	8082	8	1	B11, E12, H13, M1
IC	F82	0	0	678	8050	50	1	K18, M23, J22
AT&SF	F81	0	0	888	838	6	0	B8, B11, J5, J2

## CR 102

**MF:** Run A22-B19-C16-H4-J5\* 82700. Pay dividends EDF +8182, MF +8271, price goes to 8250.

**GMSO:** Play #18 in C2006. Run A22-B19-C18-D18-K18-M22-N17-M14 83300. Pay dividends ICH +82641, price moves to D225.

**SLSP:** Run M22\* K20-H17-H12-E12-B8-PS-D8-A2 83700. Pay dividends WW +8256, FE +637, CR +8371, price moves to D225.

**CR:** Run A2-B7-D8-PS-J5\* 82301 & A22-B19-H17-H4-K4-J5-J8-M2-N1 83461. Pay dividends IDC +8342, CR +8114, WW +887, CR +8871, price goes to 8325.

**TBP:** Run J5-J5-K4-M14-N17\* 82481. Pay dividends EDF +8144, WW +848, JB +848, price moves to A225.

**FW:** Run N1-M2-J3-PS-D5-A2\* 82800. Pay dividends PE +8174, FW +8290, price climbs to C160.

**SP:** Run A22-B19-C18-D14-M14-N17\* 83001. Pay dividends PE +8090, JB +860, SP +8300. Price moves to A180.

**SATY:** Run C16-B11-E12-M13-D14-N1\* 83100. Pay dividends WD +8155, SATY +691, DC +8020, price moves to E140.

**J5:** Lay 827 in B21060. Run C18-B19-A22\* 82101 & M14-N17-M22-M16-H4-J5-J3 82200. Pay dividends IDC +8256, WW +8100, JB +850, CH +850, IC +8501, price climbs to K20.

**ATSP:** Run N1-J3-P5-B9-B11-C18 (8240). Pay dividends (CH +8238, DC +8102); the Bank goes bust. Price moves to P88.

## DL101

**MP:** Run A22-B19-C18-B14-J5\* (8270). Pay dividends (DF +8162, MF +827); price moves to 8275.

**IM10:** Run A22-B19-C18-B14-K18-M20-N17-M14 (8330). Pay dividends (CH +8354); price climbs to D250.

**SLP:** Run M22\* M20-H17-B13-E12-B9-P5-B5-A2 (8370). Pay dividends (NW +8259, PE +837, CH +837); price jumps to D258.

**CD:** Run A2-B7-B9-P5-J3\* (8330) & A22-B19-H17-B14-B6-J5-J3-B5-N1 (8340). Pay dividends (DC +8342, CH +8134, NW +857, CD +857); price goes to 8380.

**TAT:** Run J3-J5-B4-M14-N17\* (8240). Pay dividends (DF +8144, NW +848, JB +848); price moves to 8250.

**FW:** Lay #14 in D88et. Run N1-M2-J8-J5-P5-D5-K2\* (8260). Pay dividends (PE +8174, FW +839); price climbs to C180.

**JD:** Run A22-B19-C18-B14-M14-N17\* (8300). Pay dividends (PE +8166, JB +860, SP +820). Price moves to 8160.

**EATC:** Run C18-B11-E12-H12-H4-N1\* (8310). Pay dividends (JB +8155, SATY +831, DC +802); price climbs to E160.

**IC:** Lay #23 in J177et. Run C18-B18-A22\* (8330) & M14-N17-M20-K18-B14-B4-J5-J3 (8260). Pay dividends (DC +8250, NW +8030, JB +860, CH +830, IC +880); price goes to E100.

**ATSP:** Run N1-J3-P5-B9-B11-C18 (8240). Pay dividends (CH +8238, DC +8102); price ends at F73.

For next time are end of game statements.

## PLAYER Status

Doole	81884, 6 FWPPriv, 8 SPPriv, 1 SLSP	84294
Workmann	82487, 7 SLSPPriv, 2 ICPriv, 1 CB, 2 TAPPriv	85167
Berra	81062, 5 SATYPriv, 1 IC, 3 SPPriv, 2 TAP	83032
Hansa	81883, 7 ATSPPriv, 8 GMSPriv, 1 IC, 2 CBPriv, 1 SLSP	88017
Furrow	82338, 6 SPPriv, 8 TAPPriv	85460
Chewy	84850, 5 ICPriv, 6 CBPriv, 3 ATSPPriv, 2 SATYPriv	87088

## CORPORATES STATUS

Corp	Value	IO	Pool	Par	Cash	Treasury	Shares	Tokens	Dist
MP	8275	0	3	880	8123	5	1	C18, J5, B1011	--
GMSO	D254a	0	2	9130	80	8	0	M20, K18, C18	--
SLSP	D250b	0	1	6180	80	10	0	E12, H13, H17, M22	--
CB	D150	0	0	882	8211	3,10	1	H17, J3, B01	--
TAP	A280	0	0	660	8261	5	0	J5, B12, M14	--
FW	C180	0	3	9180	8214	8	1	J3, P5, A2	--
SP	A180	0	0	6180	8260	8	1	M1, M12, M14, C18	--
SATY	E160	0	2	888	8204	6	1	B01, E12, H03, M1	--
IC	E160	0	0	678	8250	50	1	K18, M20, A22	--
ATSP	F72	0	0	888	838	6	0	B9, B01, B, B1	--



# ADVANCED CIVILIZATION

## ILLYRIA CLAIMED!

### Turns 15.1-15.9



Crete is NBR, so GM declares Salt to bring his hand down to 8 cards.

#### SALT XV

**15.1: TAKETRIM:** Africa collects 14c. Iberia collects 10c. Thrace collects 0c. Assyria & Ilyria collect 0c. Babylon collects 3c. Egypt collects 4c. Crete is due 6c, but only has 4c available, so 1C. Sparta, sends to Egypt.

**15.2: POPULATION:** Assyria, Egypt, and Iberia fully populated. Thrace grows everywhere but Ionia. Africa grows 1T Nazaria, Tarasium, N Africa, Babaria, Sennure, W Hesperia. Ilyria grows 4. Babylon grows 1T to Syria, and Crete grows 0. Egypt grows 2T at Aquitania & Belgica.

#### 15.3: CENNS:

ILLYRIA:	1600 BC, 24T, 3C, 12c, 106 CP
ASSYRIA:	1000 BC, 24T, 3C, 6c, 406 CP
BABYLON:	1000 BC, 20T, 3C, 14c, 798 CP
THRACE:	600 BC, 22T, 4C, 20c, 200 CP
IBERIA:	1200 BC, 26T, 4C, 15c, 140 CP
AFRICA:	800 BC, 22T, 7C, 20c, 400 CP
CRETE:	800 BC, 19T, 2C, 20c, 175 CP
EGYPT:	1000 BC, 18T, 3C, 11c, 320 CP

**15.4: BOAT BUILDING:** Ilyria builds boats at Aquitania & Belgica 1-01. Assyria maintains boat and build boats at Cyprus and Milet 1-50. Thrace scrubs boats, builds new one at Lesbos 1-21. Iberia maintains 2 ships @ New Carthage & Sardis and builds 10 @ Narbo 1-41. Africa maintains both ships 1-20.

#### 15.5: MOVEMENT:

**ILLYRIA:** 15 Aquitania-Belgica-Londinium. 15 Belgica-Londinium-Belgica-Londinium. 4T Aquitania-to-Londinium. 3T Belgica-to-Londinium. 1T Britannia-Londinium. 1T Sueton-Syria. 1T Germania-Sueton.

**ASSYRIA:** 18-2T Cyprus-Iberia-Rhodes-Knossos-Pharos. 1T Phrygia-Sicope. 1T Cappadocia-Sicope. 2T Armenia-Nisene. 2T Van-Misene. 1T Nabata-Armenia. 1T Nabata-Armenia. 1T Cappadocia-Armenia. 1T Halap-Nabata. 1T Nabata-Nabata. 1T Lycia-Ionia.

**BABYLON:** 4T Syria-Jericho. 2T Damascus-Jericho. 1T Tyre-Damascus. 1T Phoenicia-Damascus. 2T Mesopotamia-Mari. 3T Samaria-Mari. 0T Chava-Samaria. 2T Babylon-Ionia.

**THRACE:** 15-1T Lesbos-Troy-Lesbos-Bysantion. 1T Lesvos-to-Bysantion. 1T Thrac-Bysantion. 1T Thrac-Paeonia. 2T Moson-Dacubas. 1T Crimea-Syria. 3T Syria-Dacia.

**IBERIA:** 18 Sardinia-Cartha-Eletria-Corinth-Sardinia-Cartha. 15 N Carthage-Iberia-Pyrene-Baleares-Ebusus. 1T Ebusus-to-Corinth. 1T Ebusus-to-Cartha. 4T Pyrene-to-Rhodes. 2T N Narbo-Pyrene-Baleares-Ebusus. 2T Narbo-Aquitania. 2T Massilia-Narbo. 1T Hispania-Baetica. 1T Iberia-Pyrene. 1T Lagbada-Aquitania. 1T Lusitania-Terracorente. 2T Terracorente-Aquitania.

**AFRICA:** 18 Misene-Carpenter. 2T Sennure-Carpenter.

**CRETE:** NBR all build.

**EGYPT:** 1T Sinai-Gaza. 1T Thebes-Nubia.

**15.6: CONFLICT:** Dacia 12 Th vs 2 Cr -1 each. Dacia 18 Th vs 5 BB vs 1 Cr -1 each. Paeonia 11 Th vs 1 Cr -1 each. Thrace 12 Th vs 1 Cr -1 each.

**15.7: BUILD CITIES:** Assyria builds Nisene & Sicope. Babylon builds Jericho & Mari. Iberia builds Ebusus. Ilyria builds Londinium. Thrace builds Bysantion.

**15.8: STARVATION:** Iberia loses 1c @ Narbo.

**15.9: TRADING:** No one buys gold. Crete GC gets 2 cards. Egypt SC gets 5 cards. Ilyria HC gets 4 cards. Thrace SC gets 5 cards. Black 1 is exhausted. Assyria SC gets 4 cards. Iberia SC gets 5 cards. Africa & Babylon GC get 5 cards.

Due next time are trades and resolution of casualties. Land Race is our new Ilyria.

## THE BOARD

**AFRICA (North):** C @ Carthage, Cirta, Corduba, Cyrene, Palermo, Thebes, Tripoli; 15 @ Cyrenaea, Comperta; 3T @ Cyrenaea, Salasta; 2T @ Delosia, Comperta, New Africa, Naxosia, Tarentum, W. Mauritania; 1T @ E. Mauritania, Jala, Libya, Tripolitania, Tarsia. **POTTERY, MYSTICISM, ENLIGHTENMENT, CLOTHMAKING, AGRICULTURE, MUSIC, Grains.**

**ASSERIA (East-Osborn):** C @ Antioch, Media, Ninveh, Salasta, Sirope; 15 @ Antioch, Mikop, Phandis; 2T @ Amnesia, Bikkria, Cilicia, Cyprus, Galatia, Mikop, Phandis, Yia; 1T @ Cappadocia, Ionia, I. Armenia, Lycia, Nakhak, Phrygia. **MYSTICISM, ASTRONOMY, CLOTHMAKING, DRAMA & POETRY, ENLIGHTENMENT, LITERACY.**

**BABYLON (Anderson):** C @ Aleppo, Babilys, Canhae, Jericho, Mar, Petes, Sidon; 2T @ Samaria, Susa, Ur; 2T @ Babilysia; Chakana, Iliam, Parthia, Syria; 1T @ Anolia, Malien, Phendria, Tyn. **COINAGE, MYSTICISM, POTTERY, ENLIGHTENMENT, DRAMA & POETRY, MINING, ARCHITECTURE, MUSIC, Grains.**

**BARBARANDI (Alan):** 2T @ Dacubia.

**CRETE (Beyard):** C @ Rhodes, Miletus; 2T @ Calandia, Delphi, Kameas; 1T @ Athens, Argos, Corintha, Dacia, Epirus, Evros, Elytrian, Parosia, Thessaly, Thron. **METALWORKING, MYSTICISM, POTTERY.**

**EGYPT (Ganghoffel):** C @ Alexandria, Babes; 2T @ Fayum, Jerusalem, Pholomata, Taria, U Egypt, W. Desert; 1T @ Gasa, Nakh, Nesi, Thelaw. **MYSTICISM, METALWORKING, ASTRONOMY, AGRICULTURE.**

**IBERIA (Parsons):** C @ Aakia, Eboria, Gochana, Kasek, New Carthage, Sardinia; 25 @ Eboria; 15 @ Caralia; 2T @ Aquitania; 2T @ Eboria, Masalia, Nakh, Pyrenia; 1T @ Barlia, Caralia, Cantia, Hispania, Iberia, Laghena, Lantaria, Tarragona. **CLOTHMAKING, POTTERY, MYSTICISM, MUSIC.**

**ELYRIA (Hewitt):** C @ Appolonia, Ithaca, Londaria, Roma; 4T @ Germany; 2T @ I. Germany, Parosia, Babilon; 2T @ Aquitania; 1T @ Caelpina, Gaul, Ilyria, Neapoli, Rharia, Rhon, Surlia, Suletes, U Germany. **DRAMA & POETRY, POTTERY.**

**THRACE (Zander):** C @ Byzantion, Sardis, Thera, Thessalonica, Tris; 15 @ Byzantion; 2T @ Dacubia; 2T @ Dacia, Mesta, Scythia, Thron, Tynia; 1T @ Canea, Ionia, Lemnos, Lodon. **DRAMA & POETRY, METALWORKING, MYSTICISM, POTTERY, CLOTHMAKING.**

### PREM:

The Egyptian Council wishes to invite all leaders. After much discussion, the Pharaoh has adopted NAFTA, the North Africa Free Trade Agreement.

### YOUR CARDS ARE:



# MAGIC REALM

Conan Dead  
Roadside Chuscha Spooked



## THE CAST:

Dave Anderson: Buster the Butcherer  
John Burke: Roadside Inmate the Amazon  
Don Chisary: Wanders the Pilgrim  
Pia Crandall: Fern Crystalight the optional Woods Girl  
Dan Farrow: Sir Quier the White Knight  
TJ Kasseris: Old Bat the Witch with DC her Familiar  
Phil McCain: Connor the Dwarf  
Debbie Osborne: Kyle the optional Woods Girl

**EXPLAN:** On Day 3 Fern looted the "Flowers of Rust" from the Lair with her first Loot of "B". There be GOLD Magic in DW2.

## EVENING 3

MONSTER ROLL = 5

**DW3:** Round 1. Connor takes on Silky, while Roadside confronts Besterer. Connor swings his great axe H8\*\* but slashes himself. Silky attacks Connor T6 and chases 4. Silky then hits the invisible Dwarf while his attack fails in the lower. Connor's last words were, "Dancer is for stuns. I'll stand on ground". Meanwhile Roadside, keeping her shield inactive, smashes her light sword M4\* while dacking M4. Besterer attacks smash T6/duck 4 and is dispatched.

Round 2 finds Roadside facing Silky. She repeats her last tactic and Silky repeats Besterer's strategy. Roadside gains 9 F8N; since she holds the field she also gains Connor's uncharged helix, great axe but she can't carry it and has 100.

**DW4:** Sir Quier casts "Wish Whole" using MAGIC H\*\* and WHITE from the Chapel.

## DWJ 4

MONSTER ROLL = 3

**Fern Crystalight** @ DW3: H14 = y1, S1Loot 4 = \_\_\_\_\_, S1Loot 4 = \_\_\_\_\_, S1Road 2 = \_\_\_\_\_, F1Loot 1 = \_\_\_\_\_, reveal Black M, Lost Castle 1, Bowl 5, Wizard 6, Father 3, Lair 3, Flower 2.

**Wanders** @ Chapel (DW3): RMAGIC H\*, RMAGIC H\*, H1R3.1 = x21, H1R3.2 = x21, F1Loot 1 = \_\_\_\_\_.

**Kyle** @ DW6: H13 = y1, S1Loot 3 = \_\_\_\_\_, S1Loot 4 = \_\_\_\_\_, S1Loot 4 = \_\_\_\_\_.

**DC** @ DW6: S1F1er: 0.2 = r1, S1F1er: 2.2 = chas & pathol, S1F1er: 2.2 = smas, S1F1er: 2.2 = chas.

**Old Bat** @ DW3: H12.1 = y1, S1Loot: 2.1 = passages & chas, S1Loot 4.1 = discover chas, S1Loot 3.1 = \_\_\_\_\_, S1Loot 3.2 = r1.

**Roadside Inmate** @ DW3: H1R3.1 = x1, S1Loot 4.2 = --, S1Loot 5.2 = --, S1Loot 6.1 = --, M 100.

**Sir Quier** @ Chapel (DW3): H1NW4, H1NW2, H1H5 M1H5. Reveal Snake M, Snake 2.

**Buster w/** H5-7 @ DW6: S1F1er: 6.1 = r1, S1F1er: 2.1 = Chas & Pathol, S1F1er: 5.2 = Chas, S1F1er: 5.4 = chas.

**COMMENT:** The Patrol tries to offer Wanders some bogus info H, I so No Deal is attack. Old Bat and Fern could attack Fern. Kyle could ambush Buster and his dogs. Wanders could attack the Patrol but would regret it soon.

Due next time, Counted and Spells for Day 4 and orders for Day 5.

**BOARD NOTES:** The Inn is at Bad Valley 4. The Chapel is at Evil Valley 5. The ghosts are at Dark Valley 5. The House is at Cursed Valley 4. The Guard are at Aerial Valley 5. The Lost Castle is at DW1. The Wizard is at DW6. The Lair is at DW3. The Snake is at M4. Fern now at DW3 has the Flowers of Rust which emanates GOLD.

## PRESS

Be @ to Board. That direction was too busy, lets try another direction.

---

### Plan TITAN Rules

**I. INTRODUCTION.** The Law of Titan will be followed except as altered here. The main alterations will be:

- A. Movement will be simultaneous -- all players' legions on the board move at the same time.
- B. Masterboard play is not suspended for the resolution of battles. The engaged legions are temporarily removed from the board and Masterboard play continues while the battle is being resolved.
- C. Each turn the GM lists the location of each legion marker on the board. The depth of any legion is not given. The GM also lists which creatures have been mastered each turn, but doesn't specify where the mastering occurs.

### II. MASTERBOARD PLAY.

- A. Each turn the GM privately gives each player his die roll for the next turn. The player then orders each of his legions to Move or to Hold.
  1. A legion ordered to Hold does not move and halts all enemy legions that attempt to move through its lead.
  2. A legion ordered to Move freely passes through other legions ordered to move (whether they are able to or not). The ID # of the destination lead must be given.
    - a. A moving legion that may master must specify what it will master.
    - b. Teleportation is evaluated after all other movements. A legion attempting to move by Tower Teleportation will not move if its destination becomes occupied.
  3. A legion may be ordered to split at the end of the present turn. The player will note what the new legion markers are and which creatures go to which. Split orders may be conditional.
  4. At least one legion must be ordered to move.
  5. A legion may not stay in a tower more than two turns, on the third (and later) turn it must attempt to move.

B. The GM will evaluate each Masterboard turn thusly:

1. All legions ordered to Hold will be placed on the Masterboard.
2. Each legion ordered to Move will be placed at its starting location then moved either to its ordered destination or until stopped by a blocking enemy legion. Teleporting legions are moved next, then legions mastering the Masterboard from an engagement.
3. At the end of the Movement Phase, all leads with three or more legions will be evaluated to determine which two remain and do battle. Others "back" to their starting leads. The precedence order to stay is:
  - a. Legions that hold or were brought back to their starting lead.
  - b. Legions meeting the lowest number of leads. Titan teleportation counts as zero.
  - c. Legions ordered to that lead.
  - d. Legions meeting through a Block.
  - e. Legions moving through a Triple Arrow.
  - f. Legions moving through an Arch.
  - g. Legions meeting through an Arrow.
  - h. Random selection.
4. The Defender in each battle will be the legion with the highest precedence.
5. Each master order is resolved.
6. Each Split order is resolved.

### III. BATTLES

- A. When legions become engaged, each involved player will be notified of the contents of the enemy legion, the direction of entry into the battlefield and which legion is the attacker. The

--- Confirmed on p 8

# Settlers of Catan

EXERCISE 1.1-2.1

## THE CASE

David Anderson (A)

Don Chisney (C)

Debbie Osborne (O)

Kevin Wilson (W)

## TURNS 1.1-2.1:

A: 10. A & W collect lumber from e8. O gets bricks from c5. A offers 1 lumber for 1 brick. No action taken.

C: 6. C collects 2 bricks from c5, while W collects 1 brick from e8. No trade. No action taken.

O: 7. Monica Rubber to c2. Steals lumber from W. No trades. No action.

W: 4. No one collects from c2. A & O collect ore from c8. No trades. Pay 1 lumber & 1 brick for Road at d3/w2.

A: 9. C gets one grain from b2. A & O get 1 lumber from e4. No trades. No action.

## STANDING TRADE OFFERS:

Anderson will trade 1 lumber for 1 brick.

## TURNS 2.2-3.2 Rolls:

Chisney: 9

Osborne: 11

Wilson: 11

Anderson: 11

Chisney: 10

Due next are your orders for Turns 2.2-3.2. These should include your trade partners and you'll do it if a trade is made.

Player	brick	grain	lumber	ore	wood	VP	Highs	Cards
Anderson	0	1	3	2	0	2	0	0
Chisney	3	2	0	0	1	2	0	0
Osborne	1	0	4	1	1	2	0	0
Wilson	0	1	0	0	1	2	0	0

## LEGEND:

? generic 3-1 port

C/r hill hex / brick special port

F/l forest hex / lumber special port

M/m mountain hex / ore special port

R robber

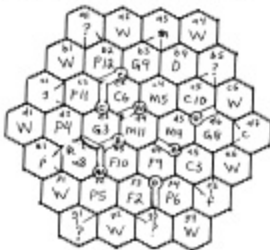
# dice number

D desert hex

G/g grain hex / grain special port

P/p port or hex / wood special port

W water tile







# The Hunt

## Fisher Wins 2nd Chase!!



THE HUNT is a word game inspired by James Lipton's book, "An Exaltation of Larks", where we propose a noun and the players are asked to propose a collective noun to fit, such as "flock" for "sheep" or "cade" for "loons". Boris and Ma Nar will rank each entry for each word and the best score will be the winner. Each word is a possible 1 point, but the point will be split if either more than one player suggests the word or two or more words are ranked equally. The first player to score 30 points wins three free issues of this rag. THE HUNT is run in Chases or rounds. We repeat the 2nd Chase of the 5th Hunt and begin the 3rd Chase of the 5th Hunt. Gentlefolk, to the Hunt!

### CHASE 2:

- |                 |  |
|-----------------|--|
| 1. peasants     | bellows <sup>B</sup> , possible <sup>L</sup> , pennage, phlock, plowing, rustle <sup>N</sup> , substance   |
| 2. lackeys      | boedicking, legions <sup>N</sup> , order, scribbling <sup>B</sup> , sycophancy <sup>B</sup> , toad, tooth <sup>B</sup>                           |
| 3. slaves       | chain, suffer <sup>L</sup> , gallery <sup>B</sup> , laciness <sup>B</sup> , oppression, plantation, resolve <sup>N</sup> , shackles <sup>B</sup> |
| 4. serfs        | acorn <sup>B</sup> , indekiness, intertainment, labor <sup>N</sup> , net, pipeline <sup>B</sup> , warth  |
| 5. drudges      | accusatory <sup>B</sup> , dilbert <sup>B</sup> , grant, means, obsession, toll <sup>N</sup> , trudge   |
| 6. mads         | daring, house <sup>N</sup> , kitchen <sup>B</sup> , milking, mistress, mollycoddle, served <sup>B</sup>  |
| 7. pinheads     | basket <sup>B</sup> , basket brigade, champagne <sup>L</sup> , N <sup>B</sup> , lunacy   |
| 8. culers       | draft, gobbles <sup>L</sup> , I, grass, grass <sup>B</sup> , N <sup>B</sup> , stars, wheel <sup>B</sup>  |
| 9. smiths       | assembly, hope <sup>L</sup> , M <sup>B</sup> , forging, horsehoe, shoe, strength <sup>B</sup>  |
| 10. washerwomen | laundry <sup>L</sup> , B, scrub <sup>B</sup> , tub, tub <sup>L</sup> , N, washpool   |

**Legend:** B = Boris's suggestion, L = Lipton's suggestion, N = Ma Nar's suggestion, # = multiple entries, \* = sole winner, @ = tied for 1st, + = note

**NOTE:** In 1480, Dame Juliana had a "Banquet of Mykones" where "mykones" is "to eat greedily" and "mykones" became "myllers" over time and later became "millers"; Lipton translates the old English "mykones" into the modern "goldie".

**Chase 2 Score:** Fisher 3.00, Crowdenite 2.50, Zimmermann 2.00, Anderson 1.50, Farrow 1.00.

**Total Score:** Farrow 5.50, Crowdenite 4.50, Fisher 3.50, Anderson 3.00, Zimmermann 2.50.

### HUNT 5, CHASE 2: (Theme: Roll-call)

- |             |            |                |             |            |
|-------------|------------|----------------|-------------|------------|
| 1. thines   | 2. beggars | 3. highwaysmen | 4. lepers   | 5. harlots |
| 6. cyphians | 7. takers  | 8. players     | 9. sounders | 10. walls  |

---

### STELLAR CONQUEST

**JTK:** Methinks I'm missing orders from an e-mailer, so hopefully we'll have Tars 37 months shortly Wilko. Have replacement.

**Tomey:** Awaiting Tars 14 combat and any amendment to orders for Tars 10-15.

## ON DECK

**IRIS:** Deske, Kern, Crandall, Butts, Frack, Farrow (all need 0-2 more & agreement which  
ADV CTR: McCabe, Crandall, Osborn, Rhoads, Anderson; need 3 more

**AIR BARGE:** Copeland, Crandall, Osborn

**BRITANNIA:** Rhoads, Hanna, Boyum

**CIRCUS IMPERFUM:** Crandall

**CIRCUS MAXIMUS:**

Treasury: Anderson, Crandall, Fisher, need 5 more

**CONGRATULATIONS:** Copeland, Crandall

**DIPLOMACY:**

Register: Anderson, Boyum, need 4 more

Colonial: McCabe, Anderson, Boyum, Sandoni need 3 or 4 more

**DUNE:** K Wilson, Anderson, Crandall, Fisher, Saunders(?) need 2-5 more

**GLADIATOR Bloodbath:** Crandall, need 5 more

**GUNSLINGER:** Anderson, Crandall; need 5 more

**HISTORY OF THE WORLD:** Anderson, Del Osborn, Deske, Crandall, K Wilson, Rhoads.

**KAMARUJA:** Crandall

**KREMLIN:** Fisher, K Wilson, Butts, Crandall, Anderson; need 1 more

**MARSHALLA:** Crandall, K Wilson, Rhoads, Hanna, Anderson

**MERCHANT OF VENUS:** Osborn, Butts, Chissey, K Wilson; need 2 more

**RUSSIAN CIVIL WAR:** Crandall, K Wilson(?), A Bergader

**SETTLERS OF CATAAN:** Farrow, Rhoads, Deske, Anderson

**SILVERTON:** Deske, Osborn, Chissey; need 2 to 3 more

**TITAN:** Crandall, Rhoads, Anderson, A & J Bergader; need 1 more

**OTHER POSSIBILITIES:** Indiana Wars IIP, Everybody plays Chess, JUNTA, MACHIAVELLI,  
PLANET MINERS

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### The Bottom Line

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**TABLE OF CONTENTS**

Addresses	pp 18-19
ADVANCED CIVILIZATION	pp 12-13
AGE OF RENAISSANCE	
"Ras For Sale"	pp 6,5
"Water Inquisition?"	pp 7,8
CIRCUS MAXIMUS	p 3
DIPLOMACY:	
"Booris XI"	p 2
"Booris XII"	pp 3,2
BALKAN WARS	p 4
Pien TITAN Rules	p 13,8
1830	p 8
1870	pp 9-11
The Hunt	p 17
MAGIC REALM	pp 14-15
On Deck	p 18
SETTLERS OF CATAN	p 16
STELLAR CONQUEST	p 17

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